

PAYDIRT!

RULES

I. DESCRIPTION OF THE GAME:

PAYDIRT! is a pro football replay game. Color coded team charts have been prepared for each of the 28 pro teams, using comprehensive statistics based on actual season play. Each team's performance has been analyzed in great detail by mathematical statistics and computer programs, and the results encoded in the easy-to-use Team Charts. Thus, each team chart reflects with accuracy and detail the performance of that particular team in the year it portrays.

The depth of analysis used in preparing the charts, plus extensive playtesting, has produced a replay game which we are sure you will find unrivaled for excitement and true to life results!

II. EQUIPMENT INCLUDED:

- 28 color coded team charts, one for each pro team.
- Rules Book, including optional Advanced Rules.
- Legend and Priority Chart.
- Five special game dice.
- Football field.
- Scoreboard, including Time Clock and special grease pencil.
- Football marker and Yards-to-go marker.
- Two pawns for play selection and one pawn for marking downs.
- Diagrams of and comments on all offensive plays and defensive formations used in the game; these were edited by Weeb Ewbank, all-time great coach of the Baltimore and New York teams.

III. PLAY OF THE GAME:

Basically the sequence of play follows just as in actual pro football. Each player secretly chooses one of the plays or formations from his card, then the choices are revealed. Each player throws his special game dice, determines the total, and looks up the result of the play on his Team Chart. These offensive and defensive results are then combined according to the Priority Chart to determine the final result. Special situations such as penalties, kicks, and changes of possession are explained in a separate section.

IV. HOW TO USE THE GAME EQUIPMENT:

Before explaining in step-by-step detail the play of the game, we will first explain how to read the results from the special dice, the team charts and the priority chart, and how to operate the scoreboard and playing field.

1. GAME DICE:

(A) **OFFENSIVE DICE** (1 Black, 2 White): To determine the total on these dice, add ten times the number on the black die to the sum of the numbers on the two white dice. The offensive dice total can be any number from 10 through 39. **EXAMPLES:**

1	1	2	= Dice total of 13.
2	0	0	= Dice total of 20.
3	5	4	= Dice total of 39.

(B) **DEFENSIVE DICE** (1 Red, 1 Green): The defensive dice total is simply the sum of the numbers on the two dice. The defensive dice total can be any number from 1 through 5. **EXAMPLES:**

0	1	= Dice total of 1.
2	1	= Dice total of 3.
2	3	= Dice total of 5.

2. COLOR-CODED TEAM AND PRIORITY CHARTS:

(A) **OFFENSIVE TEAM CHARTS:** Each Offensive Team Chart contains 9 Offensive plays that may be chosen, plus special columns for Breakaway and Quarterback Trapped results (these cannot be chosen as plays, but would be results instead). On each side appears a # ON DICE column containing the possible offensive dice totals, 10 through 39. After an offensive play has been selected and the offensive dice rolled and totaled, the *offensive* result is found in the box lying in the column of the selected play and across from the offensive dice total in the # ON DICE column. The meanings of the symbols, abbreviations, and colors is explained in the Chart Legend section on the Priority Chart.

NOTE: THE OFFENSIVE AND DEFENSIVE RESULTS MUST BE COMBINED ACCORDING TO THE PRIORITY CHART TO DETERMINE THE FINAL OUTCOME OF THE PLAY.

(B) **DEFENSIVE TEAM CHARTS:** Each defensive team chart contains 6 defensive formations that may be chosen. On the left side also appears a # ON DICE column containing the possible defensive dice totals, 1 through 5, for each of the six defenses. After a formation has been selected and the defensive dice rolled

and totaled, the *defensive* result is found in the box lying in the column of the play the offense selected, and across from the defensive dice total in the # ON DICE column of the defensive formation chosen.

NOTE: THE OFFENSIVE AND DEFENSIVE RESULTS MUST BE COMBINED ACCORDING TO THE PRIORITY CHART TO DETERMINE THE FINAL OUTCOME OF THE PLAY.

(C) **SPECIAL TEAMS CHARTS:** Each special teams chart contains a # ON DICE column (referring to the total rolled on the *offensive* dice), plus individual columns for Kickoffs, Kickoff Returns, Punts, Punt Returns, Interception Returns, and Field Goal Attempts. The # ON DICE column is also used for Extra Point Attempts. To determine the result of a special team play, roll and total the *offensive* dice, then read the result from the appropriate column, across from the offensive dice total in the # ON DICE column. Special Teams Results are used directly and are not combined according to the Priority Chart.

(D) **PRIORITY CHART:** On the upper half of this card appears a Legend, which explains the meanings of all symbols, abbreviations, and colors appearing on the Team Charts. On the lower left appears the Priority Chart, used for combining the offensive and defensive results to determine the final outcome of a play. To use the Priority Chart, look in the column below the defensive result and in the row across from the offensive result; the box at the intersection shows which result overrules, or may instruct you to combine the two results. Several examples are given below.

EXAMPLE 1: Offensive result was a 5 in a green box, defensive result was a 2 in a red box; Priority Chart says ADD, so final outcome is a 3-yard gain.

EXAMPLE 2: Offensive result was a white box, defensive result was a 3 in a green box; Priority Chart says defense overrules, so final outcome is a 3-yard gain.

EXAMPLE 3: Offensive result was a 2 in a red box, defensive result was a 2 in a red box; Priority Chart says ADD, so final result is a 4-yard loss.

EXAMPLE 4: Offensive result was a TD in a green box, defensive result was an INT 7 in a red box; Priority Chart says defense overrules, so final outcome is an interception 7 yards downfield.

EXAMPLE 5: Offensive result was a QT in a red box, defensive result was a 10 in a red box; priority chart says offense overrules, and the result is a Quarterback Trapped (see Special Situation #2 below).

EXAMPLE 6: Offensive Result was an INT 11 in a red box, defensive result was a black box (incompletion); Priority Chart says offense overrules, and final outcome is an interception 11 yards downfield.

EXAMPLE 7: Offensive result was an F+22 in a red box, defensive result was a (1) in a red box; Priority Chart says two results combine, and final outcome is a fumble one yard behind the line of scrimmage (see Special Situation #9).

EXAMPLE 8: Offensive result was an INT 50 in a red box, defensive result was an INT 23 in a red box. Priority Chart says results combine, and final outcome is an interception 23 yards downfield.

EXAMPLE 9: Offensive result was an OFF 10 in a yellow box; defensive result was an INT 10 in a red box. Priority Chart says offense overrules, and the result is a 10-yard penalty on the offense (but see Special Situations #3; defensive result may still come into play).

(E) SCOREBOARD AND PLAYING

FIELD: The scoreboard clock is set to 15:00 at the beginning of each quarter, and shows the time remaining in the quarter when the ball is next snapped or kicked off. The elapsed time for each type of play is shown in a chart on the scoreboard; after each play, the clock is moved backwards by the amount of time that play consumed. Each team is allowed 3 timeouts per half; these are used to reduce the time of a play to 10 seconds, and are called after the play. In addition, an automatic timeout occurs with 2 minutes left in a half. Spaces are provided on the scoreboard for marking the score by quarters, total score, quarter, and the number of timeouts used by each team; the special grease pencil is used for this purpose, and its marks may be erased with a damp cloth.

On the playing field, each player has an area to indicate his offensive play or defensive formation by properly placing his selection pawn; these choices are to be made secretly, so use your hand or playing chart to conceal your choice until both players are ready. Another pawn is included to mark the down in the blocks provided on the playing field.

The football is used to locate the current line of scrimmage. The Yards-to-go marker is used to indicate the line to gain, which must be reached for the next first down.

Disregard the legend on the playing field; the current and updated legend appears on the Priority Chart.

V. SETTING UP AND PLAYING THE GAME:

The easiest way to learn how to play **PAYDIRT!** is to follow the procedures outlined below. If you are not certain how to read the dice or game charts, refer to the explanations and examples above. As you play, certain special situations (fumbles, penalties, kicks, returns, etc.) will come up; when they do, simply refer to the Special Situations section of these rules . . . check what to do . . . then continue play. In case of doubt, apply the official rules of pro football.

(1) Each player chooses a team by selecting its color-coded Team Chart. This may be done by mutual agreement or otherwise (for example see Advanced Rule #1).

(2) Set up the field so that each player faces an End Zone. Set the Time Clock at 15:00 minutes.

(3) Each player rolls the offensive dice . . . high total has the choice of kicking or receiving the opening kickoff.

(4) Kicking team places the ball on its 35-yard-line, rolls the offensive dice, and reads the kick yardage from the Kickoff column on its Special Teams Chart; ball is then moved this distance downfield.

(5) Receiving team rolls the offensive dice and reads the return yardage from the Kickoff Return column on their own Special Teams Chart, then moves the ball this distance upfield.

(6) The time clock is advanced the number of seconds used for the Kickoff and return; the Yards-to-go marker is positioned, and the Downs marker pawn is set on block 1.

(7) The offensive player selects one of his 9 plays, the defensive player selects one of his 6 formations, and the choices (both made secretly) are then revealed at the same time.

(8) Each player rolls his special dice and consults his Team Chart for the offensive and defensive results of the play.

(9) The Priority Chart is now checked to find the final result of the play; the two results may combine, or one may overrule the other. If a penalty, change of possession, breakaway, or quarterback trapped is involved, the offensive player may have to roll his dice again to determine the final outcome of the play (see the Special Situations section).

(10) After each play, move the ball the proper number of yards, subtract the time for the play from the Time Clock, and advance the Downs Pawn and Yards-to-go marker (if necessary). Remember to record scores, timeouts used, and quarters with the special grease pencil.

(11) Play is continued in this fashion until the end of the game. Any play begun before the end of a quarter is completed, whether or not there is enough time on the clock for that type of play.

VI. SPECIAL SITUATIONS AND RULES

(1) **THERE IS NO RESTRICTION ON THE USE OF ANY OFFENSIVE PLAY; ANY PLAY MAY BE USED AS OFTEN AS YOU WISH, AT ANY TIME THAT YOU WISH, AND FROM ANY POINT ON THE FIELD.** The draw and screen may be used repeatedly, the sideline pass may be used at any time in the game, and the medium and long passes may be used near the opponent's goal line.

(2) **BREAKAWAYS AND QUARTERBACK TRAPPED:** If the final result of a play is or involves a Breakaway (B) or a Quarterback Trapped (QT), the offense rolls its dice again and looks up the result in the B or QT columns on its Offensive Team Chart. Defensive yardage never adds to a Quarterback Trapped, but may be added to a Breakaway if the Priority Chart so directs.

(3) **PENALTIES: (A) ALL EXCEPT PASS INTERFERENCE PENALTIES** . . . The offense rolls its dice *again* to determine the offensive result of the play; the defense still uses the result of its *first* roll. These results are then combined as usual, and the offended team may take either the result of the play (and the down advances), or may take the penalty yardage (and the down remains the same). If the line to gain is reached, a first down results.

If on the offensive re-roll there results another penalty against the *same* team, the offense continues rolling until some other result is obtained. The offended team may then choose either the play or *any one* of the penalties (but penalty yardages do not add).

If on the re-roll a penalty against a *different* team occurs, the penalties are immediately offsetting (double foul), and the down is replayed from the same line of scrimmage (but advance the Time Clock 10 seconds). Opposing penalties are offsetting regardless of the relative yardages.

If on the re-roll the offense rolls a pass interference penalty, no further rolls are made; either the penalties are offsetting, or the offense may accept any one of those against the defense.

(B) **PASS INTERFERENCE PENALTIES:** Neither team re-rolls after a pass interference penalty; unless it occurred after another penalty (see above), it is automatically marked off and produces an automatic first down.

(C) **MARKING OFF PENALTIES:** The penalty yardage as given is marked off, except in the following circumstances:

(i) Pass interference penalties which would be marked in the end zone or beyond, are marked as 1st and goal at the 1-yard-line. All other pass interference penalties are marked in full.

(ii) No penalty except pass interference may be marked more than half the distance to the offenders' goal line. Any resulting half-yards are discarded and not marked.

(iii) Defensive 15-yard-penalties always produce an automatic first down. If such a penalty occurs on a touchdown play, it is marked on the kickoff (kickoff from 50).

(iv) No quarter or half can end on a double foul or an accepted defensive penalty. An extra play is run with the clock stopped at 0:00.

(v) Penalties on kicks are marked from the previous line of scrimmage. Penalties on returns are marked from the end of the return, or on the following kickoff if the return scored (dead-ball foul).

(D) EXAMPLES OF PENALTY PLAYS:

#1 - - - With 3rd and 19 at B's 44, A accepts a 15-yard penalty against B; RESULT - - - 1st and 10 at B's 29.

#2 - - - With 3rd and 5 at B's 7, A accepts a 5-yard penalty against B; RESULT - - - 3rd and 2 at B's 4.

#3 - - - With 3rd and 5 at B's 6, A accepts a 4-yard pass interference penalty against B; RESULT - - - 1st and goal at B's 2.

#4 - - - A's ball, first and 10 at their own 17; A commits a 10-yard penalty; RESULT - - - 1st and 18 at A's own 9.

(4) **PUNTS:** To Punt, the offense simply announces its intention, rolls the offensive dice, and consults its Punt column to find the yardage the punt travels from the line of scrimmage. If the result is an FG or a KO, the offense rolls again and consults the Field Goal or Kickoff columns to find the punt yardage.

If there is no asterisk with the punt yardage, the receiving team may return the punt by rolling the offensive dice and using their Punt Return column.

(5) **FIELD GOAL ATTEMPTS:** To attempt a field goal, the offense simply announces its intention, rolls the offensive dice, and consults its Field Goal column. The kick is good (3 points) if the yardage shown equals or exceeds the distance from the line of scrimmage to the opponents' goal line; otherwise, the kick fails. Successful field goals are followed by a Kickoff from the 35. After a missed field goal, the receiving team gets the ball, 1st and 10, either at the original line of scrimmage or their own 20, whichever they choose. If the field goal attempt produces a fumbled snap or blocked kick, see Section 9 below.

NOTE: For statistical purposes, a field goal attempted with the line of scrimmage at, for example, the 16, would be a 33-yard attempt (16 + 10 yards of End Zone + 7 yards to point of kick); however, the yardages in the Field Goal columns refer to the distance from the line of scrimmage to the opponents' goal line.

(6) **POINT AFTER TOUCHDOWN:** To try the extra point, roll the offensive dice and refer to the # ON DICE column of the Special Teams Chart. If your dice total is in a **WHITE** box, the point is **GOOD**; if it is in a **RED** box, the point is **NO GOOD**.

(7) **ONSIDE KICKOFFS:** To attempt an onside kickoff, the kicking team announces this intention and rolls the offensive dice. The **KICKING TEAM** recovers if the dice total is 13 through 20; the **RECEIVING TEAM** recovers if the dice total is 10 through 12, or 21 through 39. In either case the ball travels 15 yards, and there is no return.

(8) **INTERCEPTIONS:** Move the ball forward (+) or backwards (-) the number of yards shown with the interception. The defense may then return the ball by rolling the offensive dice and using its Interception Return column.

(9) **FUMBLES AND BLOCKED KICKS:** Move the ball forward (+) or backwards (-) the number of yards shown with the fumble or blocked kick. The team last in possession now rolls the offensive dice again and refers to the **FUMBLES** line on the lower right of their Offensive Team Chart to see whether they recover the ball or lose it. If the offense recovers on 4th down but has not reached the line to gain, the defense takes possession anyway.

Whoever recovers the ball, there is no return or advance; the next play begins at the spot of recovery.

(10) **ASTERISK (*):** (A) On the Offensive Team Chart, this indicates that the play was out of bounds (10 seconds), except when the defense overrules. (B) On Punts, this indicates that the receiving team gets no Punt Return.

(11) **PLAYS WITHIN AND BEYOND THE END ZONES:**

(A) The **GOAL LINE** is part of and within the End Zone, and cannot be the line of scrimmage.

(B) The **END LINE** is the line 10 yards behind the Goal Line. It is out of bounds and not part of the End Zone.

(C) *Any play which gains enough to carry the ball to or beyond the opponents' Goal Line, however far, is a Touchdown. A play cannot be "too long" or gain "too much." Pass plays (even, say, a Long Pass from the 1-yard-line) with enough yardage to carry them to or beyond the End Line are considered to have been caught in bounds and are Touchdowns. NOTE: Of course, a touchdown pass from the 1 could not be a true long pass or "bomb;" in such a case, it would be interpreted as a post pattern or cross-field pass.*

(D) FUMBLES AND BLOCKED KICKS:

(i) If a fumble puts the ball on or beyond the opponents' goal line (or even beyond the End Zone), it is a Touchdown (ball "fumbled" after crossing goal; no fumble actually occurs, and there is no recovery roll).

(ii) If the yardage of a fumble or blocked kick leaves the ball on or behind a team's own End Line, a safety is scored.

(iii) If the yardage of a fumble or blocked kick leaves the ball within the team's own End Zone, the ball is live and a recovery roll is made with the offensive dice. If the offense recovers, a safety is scored, and if the defense recovers, a touchdown is scored.

(E) INTERCEPTIONS AND PASS INTERFERENCE:

(i) If the yardage of a Pass Interference penalty would place it on or behind the End Line, it is considered to have occurred 9 yards deep in the End Zone; the result is 1st and Goal at the 1-yard-line.

(ii) If the yardage of an intercepted pass would carry to or beyond the opponents' End Line, the interception is considered to have occurred 9 yards deep in the End Zone.

(iii) If the yardage of an intercepted pass leaves the ball on or behind a team's own goal line, a Touchdown is scored for the defense (no return is necessary).

(F) **RETURNS:** If a kickoff, punt, or interception is fielded within a team's own end zone, they may either (i) Elect an automatic touchback, taking 1st and 10 at the 20; or (ii) Attempt a return, being sure to count the end zone yardage in marking off the return. If a return is attempted and the ball is not advanced beyond the goal line, a touchback occurs (1st and 10 at the 20). A fumble within the End Zone would be a live ball (see (D) above).

(G) TOUCHBACKS AND SAFETIES:

(i) A **TOUCHBACK** occurs when the dead-ball spot is on or behind a team's own goal line, and the opponents provided the impetus. No points are scored, and the team puts the ball in play 1st and 10 at the 20.

(ii) A **SAFETY** is scored when the dead-ball spot is on or behind a team's own goal line, and the team itself provided the impetus. The other team scores 2 points, and the victims of the safety must Kick Off from their own 20 (this kickoff otherwise handled as usual).

(iii) If the ball reaches or goes beyond an End Line, it is out of play, and either a touchback or safety has occurred. Returns may not be attempted from on or behind an End Line.

ADVANCED RULES

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The basic rules which you have just read are entirely sufficient to create all the excitement, skill, strategy, and odd bounces of actual pro football. In these **ADVANCED RULES**, however, we will suggest certain **OPTIONAL** features which we feel will make **PAYDIRT!** even more exciting and realistic. You may wish to use some, none, or all of these Advanced Rules in your own version of the game—just be sure that you and your opponent are agreed in advance on which ones are being used in a particular game. And, of course, feel free to introduce your own innovations!

(1) **TEAM SELECTION AND POINT-SPREAD . . . RATINGS:** The following system can be used to determine which player gets a more desirable or "favored" team, and will put the players on an even basis, regardless of which two teams are involved.

Decide which two teams are to play (by a draw or by advance scheduling). Each player then inspects the two Team Charts, and writes down (secretly) his prediction of which team will win and by how many points. The two predictions are then revealed. If the players

favor different teams, each gets the team he favored, and the "spot" is zero points. If each favors the same team, the player picking the higher margin receives the favored team, and the "spot" is the smaller of the predicted spreads.

After the game is completed, **RATING POINTS** are awarded to the two players on the following basis:

(A) The player with the **FAVORED** team receives 10 points for winning by more than the spot; 5 points for winning by the spot or less; zero for tying or losing (if the spot was 10 or less); and a negative rating of (10—Spot) for tying or losing with a team favored by more than 10 points.

(B) The player with the **UNDERDOG** receives zero for losing by more than the spot; 5 points for losing by the spot or less; 10 points for tying; and (10 + Spot) for winning the upset.

EXAMPLE: Suppose Oakland is to play Tampa Bay. Player A picks Oakland by 26; player B picks Oakland by 19. **RESULT:** A gets Oakland and the spot is 19 points. The game is played and . . .

(a) Oakland wins 24-6 . . . spot is not beaten; each player gets 5 Rating Points.

(b) Oakland wins 49-16 . . . spot is beaten; Player A gets 10 Rating Points, and player B gets zero.

(c) Tampa Bay wins 14-13 . . . upset. Player B gets 29 Rating Points, Player A gets -9 (minus nine) Rating Points.

If you use this system, you might wish to keep a running total of each player's Rating Points and Rating Percentage (Rating Percentage = Total Rating Points divided by 10 times total number of games played). It is the ultimate indication of your all-around skill at **PAYDIRT!**

(2) **KICKOFF SELECTION:** Three types of kickoffs are used in pro football—deep, squib, and onside. The kickoff shown in the Special Teams Charts is the deep kickoff, while onside kickoffs are explained in the basic rules and on the Priority Chart.

If you wish to use a **SQUIB KICKOFF**, follow the instructions on the lower right of the Priority Chart; the kick travels 40 yards, and the return (for all teams) is shown in the special column on that chart.

You may also wish to put some strategy into the choice of kickoff; this can be done as follows: Prior to kickoff, the Kicking Team (KT) and Receiving Team (RT) secretly choose the type of kickoff they are going to use or expect to receive (use the play selection pawns, indicating Deep by block "A", Squib by block "B", and Onside by block "C"). The RT will then be rewarded or penalized for the accuracy of their guess according to the following chart:

KT's CHOICE

DEEP	RT is allowed a full Kickoff Return	Squib Kickoff Return may not exceed 10 yards	KT recovers on 10-20 inclusive
ONSIDE	Kickoff Return may not exceed 15 yards	Squib Kickoff Return may not exceed 5 yards	KT recovers on 15-20 inclusive

Aside from the above restrictions and modifications, the kickoff and return (Deep, Squib, or Onside) are carried out as usual.

(3) **ADVANCES OF FUMBLES AND BLOCKED KICKS:** Fumbles and blocked kicks may be advanced if the recovery roll is in a certain range, as follows:

RECOVERY ROLL = 37, 38, or 39: Defense is allowed an **INTERCEPTION RETURN**.

RECOVERY ROLL = 19: Offense is allowed an **INTERCEPTION RETURN**.

RECOVERY ROLL = 10 through 19 inclusive: On blocked kicks, or fumbled snaps of field goals or punt attempts, the offense may advance the ball by calling either **Offensive Play 3** or **Offensive Play 9** (in advance), rolling the offensive dice again, and consulting their **Offensive Team Chart** for the result (defensive result is automatically a white box, "No Change").

The yardage of returns and advances is measured from the spot of the recovery.

For the purposes of this rule, an onside kickoff would be treated as a fumble, with the Kicking Team as the Offense.

(4) **FOURTH DOWN PLAY:** To simulate the extra difficulty of making yardage on fourth down offensive plays, **SUBTRACT TWO YARDS** from the offensive team chart result (before combining with defensive result). (Do not subtract 2 yards from incomplections, interception yardages, fumble yardages, TD entries, penalty yardages, kick yardages, advance or return yardages, or yardages on fake kick plays (Advanced Rule 11B).

(5) **HOME TEAM ADVANTAGE:** Over the past several seasons, home teams overall have outscored visiting teams in pro football by about 2½ points per game. This advantage can be simulated as follows: Disregard the **FUMBLE RECOVERY NUMBERS** on the lower right of the **Offensive Team Charts**, using instead the following numbers:

HOME TEAM CHART—Fumbles are recovered on 10-35 inclusive.

VISITING TEAM CHART—Fumbles are recovered on 10-19 inclusive, only.

If the home team advantage is to be used, be sure this is made clear before the predictions necessary to **Advanced Rule 1** are made.

An alternate method of simulating the home team advantage is given in **Advanced Rule 13**.

(6) **KICK RETURN OPTIONS:** (A) On punts without an asterisk, the receiving team would have the following extra options:

(i) Fair Catch—automatic if requested.

(ii) Let the Ball Roll—To do so, the Kicking Team rolls the offensive dice again, adds the three numbers on the dice up (thus, what would ordinarily be read as a dice total of 39 is read as a 12), and subtracts one; the ball is dead this many extra yards beyond the end of the punt yardage. The receiving team, of course, would be hoping for the ball to roll into the End Zone, giving them 1st and 10 at the 20.

(B) The options of part A may also be used on Kickoffs. In this case, the roll yardage of (ii) would be *doubled*; however, if the ball fails to roll into the End Zone, it is a free ball, and the receiving team must treat it as a fumble to be recovered.

(C) Missed field goal attempts may be **RETURNED** (rather than taking the ball at the 20 or the original line of scrimmage) by using the Kickoff Return column. The return would begin from a point 43 yards downfield from the original line of scrimmage.

(7) **RAZZLE-DAZZLE PLAY:** This is a 10th play available to the offense (covering such oddities as halfback passes, triple reverses, etc.), and is called by placing the play selection pawn on the "D" block. The procedure is then as follows:

(A) Defensive formation is revealed.

(B) Defensive team rolls **OFFENSIVE** dice and records dice total.

(C) Offensive team rolls offensive dice and records dice total.

(D) The team with the **LOWER** dice total wins the right to choose the offensive result of the play (offense wins on ties).

(E) If the offense won, they may choose a result from any of their 9 offensive plays, opposite the **LOWER** dice total.

(F) If the defense won, they may choose a result from any of the offensive team's 9 offensive plays, opposite **EITHER** of the two dice totals rolled.

(G) **AFTER** the offensive result is chosen, the defensive team rolls the defensive dice and looks up the defensive result, opposite the offensive play finally chosen and their own previously determined defensive formation.

(H) Offensive and defensive results are then combined as usual, using the Priority Chart.

(8) **OPTIONAL TIMING:** Statistical analysis has shown that the actual time consumed by the various plays of pro football is given more accurately by the following chart than by the (simpler to use) one on the Scoreboard.

40 SECONDS . . . All plays other than the ones listed below.

30 SECONDS . . . Quarterback sacks, fumbles, and blocked kicks not followed by a possession change.

20 SECONDS . . . Any 40-second play, whenever it is followed by a throwaway or a hurried play (see Advanced Rule 9).

10 SECONDS . . . Plays out of bounds; incomplete passes; any play involving a penalty, accepted or not; any play followed by a Timeout; any scoring play; touchbacks; all change of possession plays; any 30-second play, whenever it is followed by a throwaway or a hurried play (see Advanced Rule 9).

0 SECONDS . . . Kickoffs not returned, within the last 2 minutes of a half.

(9) **THE TWO-MINUTE OFFENSE:** If a team is out of timeouts or just wishes to conserve time, they may do so by two methods:

(A) By hurrying the next play, thus reducing the time consumed by the previous play (see figures in Advanced Rule 8); to do this, the offense must *subtract 2 yards* from the offensive result on the hurried play (before combining with the defensive result), with the same exceptions as listed in Advanced Rule 4 (Fourth Down Plays).

(B) By intentionally throwing a pass out of bounds (throwaway—automatic if requested); this incompleteness reduces the time of the previous play also (see Advanced Rule 8), but wastes a down.

Advanced Rule 9 is ordinarily used only if Advanced Rule 8 is also being used. Although called the "Two-Minute" offense, it may be used at any time in the game.

Hurried field goal attempts give the defenders a Free Block Option (see Advanced Rule 11C).

(10) OTHER KICKING SITUATIONS:

(A) **QUICK KICKS**—Punts on 1st, 2nd, and 3rd downs are automatically not returnable.

(B) **SHORT-DROP PUNTS**—If the line of scrimmage is inside the Kicking Team's 5-yard-line, and the punt is on 4th down, the defenders receive a Free Block Option (see Advanced Rule 11C).

(C) **COFFIN CORNER PUNTS**—At the will of the kicking team, any amount of yardage may be subtracted, **IN ADVANCE**, from a punt or free kick. The amount of yardage must be specified before the roll of the offensive dice, and is subtracted from the yardage read from the Special Teams Chart, before the ball is moved downfield. If 15 or more yards is subtracted from a Punt, the punt may be called Out of Bounds by the kicking team; if so, the receiving team gets no return and no roll option (see Advanced Rule 6A(ii)), but may call for an awarded fair catch.

(d) **FREE KICK FIELD GOAL ATTEMPTS**—A team has the right, after any fair catch or awarded fair catch, to attempt a field goal from kickoff formation. This can be simulated as follows:

The length of the field goal attempt is determined; this is the distance from the yard-line of the fair catch to the defenders' goal line, plus the 10 yards of the End Zone.

The kicking team now rolls the offensive dice and looks up the length of the free kick in their Kickoff column. If this is less than the length of the field goal attempt, the attempt fails, and the defenders return the kick in the same manner as any ordinary kickoff.

If the kickoff yardage equals or exceeds the length of the attempt, the kick is long enough, and it now must be determined if the *aim* is good. To do so, the kicking team rolls the offensive dice a second time. The *aim* is good if the dice total, **DOUBLED**, equals or exceeds the length of the attempt, and in this case the field goal would be good. If the doubled dice total is less than the length of the attempt, a touchback occurs, and the receiving team puts the ball in play, 1st and 10 at their own 20.

A free kick after a fair catch is allowed, even if time in the quarter or half has completely expired. A fair catch or awarded fair catch is presumed to occur on any kicking play for which a return is not attempted.

(11) FAKE AND BLOCK OPTIONS:

(A) **BLOCK OPTION:** The receiving team (RT) may, on any punt or field goal attempt, try to block the kick. To do so, the RT must announce this intention in advance, before any commitments by the kicking team (KT); the KT may then decide not to kick, to call a Fake-Kick number (see Part B) or to change this number, or to subtract a different amount of yardage or no yardage at all from the kick (see Advanced Rule 10C). If a kick is attempted, however, the RT has committed itself to try for the block.

After all intentions are announced, the RT rolls the *offensive* dice first; the resulting dice total (any one number, 10 through 39) is the **BLOCKED-KICK NUMBER**. The KT then rolls the offensive dice to attempt the kick. If the KT's dice total is any total other than the Blocked-Kick number or the Fake-Kick Number (see Part B), the Special Teams Chart is read as usual, opposite the dice total rolled by the KT. If, however, the KT rolls the Blocked-Kick number, the **KICK IS BLOCKED**, 10 yards behind the line of scrimmage, and the procedure for blocked kicks is then followed.

If the RT elects the block option, they make the following four concessions:

(i) The RT is not allowed to return the kick.

(ii) The RT may not use the Let-the-ball Roll Option (Advanced Rule 6-A-ii).

(iii) If the KT rolls the Fake-Kick number (see Part B), they may use *any* offensive play, 1 through 9, for the fake.

(iv) If the KT and RT dice totals differ exactly by one (32 and 33, for instance), the RT is guilty of contacting the kicker (5-yard penalty and automatic first down).

(B) **FAKE OPTION:** On any punt or field goal attempt, the KT may designate, *prior to the attempted kick*, any one dice total (10 through 39) as a **FAKE-KICK NUMBER**. When the KT rolls the offensive dice to attempt the kick, the result from the Special Teams Chart is read in the usual fashion (opposite the KT dice total), if any total other than the Fake-Kick number or Blocked-Kick number (see Part A) is rolled. If, however, the KT dice total matches the Fake-Kick number, no kick takes place; the result on the Special Teams Chart is ignored entirely; and the KT *must* now attempt to make a first down with an offensive play. Ordinarily, only Offensive Plays 3 or 9 may be chosen; however, if the RT used the Block Option (see part A), and did not have a Special Block Option (see D) or a Free Block Option (see C), then *any* offensive play, 1 through 9, may be used.

After the Fake Number is rolled, the KT announces which of the possible plays it will use for the fake, rolls the offensive dice again, and reads the result of that play from their Offensive Team Chart (the defensive result is automatically a white box, "No Change"). **NOTE:** Do not subtract the two yards of Advanced Rule 4, even if it is 4th down.

The result of the play is then marked as would be any ordinary offensive play, and the next down is begun as usual.

(C) **FREE BLOCK OPTION:** There are two situations in which the RT receives a **FREE** block option without making any of the four concessions listed in Part A—(i) On 4th-down Punts when the line of scrimmage is inside the KT's 5-yard-line, and (ii) On Field goal attempts with time conserved (see Advanced Rule 9).

(D) **SPECIAL BLOCK OPTION:** Certain teams, in consideration of their outstanding performance in kick-blocking, have a **SPECIAL BLOCK OPTION**. This is indicated by the abbreviation "SPBO" appearing in black letters in a red box in the upper left corner of their Defensive Chart. These teams may exercise the Block Option by making just *one* of the concessions listed in Part A—namely, they are not allowed to return any kick they attempt to block.

In addition, these teams (and **ONLY** these teams) may attempt to block **EXTRA POINT ATTEMPTS**; the procedure is the same as for other kicks, but there would be no fakes, yardage subtracted, or contacting the kicker penalties involved.

(E) **RULINGS:** (i) The Fake-Kick and Blocked-Kick numbers remain in effect until the kick is actually executed.

(ii) The contacting-the-kicker penalty is nullified if the Fake-Kick number is rolled by the KT, and also if the kick is blocked or the snap is fumbled.

(iii) If the KT dice total, the Blocked-Kick number, and the Fake-Kick number are all the same, the kick is blocked, 10 yards behind the line of scrimmage.

(12) **ELECTED SAFETIES:** The team in possession of the ball may elect to give the opponent an automatic safety at any time and from any point on the field. The safety may not be elected after the ball is dead on 4th down.

(13) **PASSES AND FREE BALLS WITHIN OR BEYOND THE END ZONES:** This rule would be a replacement for Basic Rule V-11-C and V-11-D. Parts A,B,E,F, and G of that rule would remain in force.

(A) Passing gains which would carry to or beyond the defenders' End Line (either with or without added defensive yardage) are ruled as **Incomplete Passes** (receiver overthrown). This would apply to *any* pass play, from *any* point on the field.

(B) If the yardage of a fumble places the ball within the defenders' End Zone, the ball is live and may be recovered by either team. If the

offense recovers, a touchdown is scored; if the defense recovers, and fails to advance the ball beyond its own Goal Line, a touchback occurs.

(C) If the yardage of a fumble places the ball on or beyond the defenders' End Line, a *touchback* occurs.

(d) Parts (ii) and (iii) of Basic Rule V-11-D remain in effect, except that no safety would be scored if a team advances the ball beyond its own goal line after recovering the fumble or blocked kick within its own End Zone.

The primary effect of this rule would be to reduce total scoring and produce a more defensively-oriented game; some players might prefer this type of game, or might feel that this version of the rules is more realistic.

The above alternate rule also gives a second method for simulating the Home Team Advantage (see Advanced Rule 5). This would be done by requiring the home team's offense and the visiting team's defense to play under Basic Rule V-11, but requiring the home team's defense and the visiting team's offense to play under Advanced Rule 13. If this is done, the fumble recovery numbers for the two teams would be exactly the ones printed on the Offensive Team Charts (Advanced Rule 5 would not be used).